

IN THE CLAIMS:

Please cancel Claim 18 without prejudice or disclaimer of the subject matter recited therein.

Please amend Claims 17, 19 and 20 and add new Claims 21 and 22 as follows.

1. to 16. (Cancelled).

17. (Currently Amended) A method of rendering an image, said method comprising the steps of:

receiving ~~a display list~~ an image representation of the image comprising overlapping graphic objects;

~~processing the display list representation on a per-scan line basis in order to convert said overlapping graphical objects to visually equivalent non-overlapping graphical objects, wherein~~

~~said non-overlapping graphical objects are bounded by non-intersecting edges;~~
and

generating a list of input edges in accordance with boundaries of the overlapping graphic objects;

producing non-intersecting edges from the input edges on a per-scan-line basis;
and

rendering the image based on the generated non-intersecting edges, wherein

the non-intersecting edges form the boundaries of non-overlapping graphic objects that are visually equivalent to the overlapping graphic objects; and

at least one of the non-intersecting edges is shared by more than one of ~~said~~ the non-overlapping graphic objects.

18. (Cancelled).

19. (Currently Amended) An apparatus for rendering an image, said apparatus comprising:

receiving means for receiving ~~a display list~~ an image representation of the image comprising overlapping graphic objects;

~~processing means for processing the display list representation on a per-scan line basis in order to convert said overlapping graphical objects to visually equivalent non-overlapping graphical objects, wherein~~

~~said non-overlapping graphical objects are bounded by non-intersecting edges,~~
and

generating means for generating a list of input edges in accordance with boundaries of the overlapping graphic objects;

producing means for producing non-intersecting edges from the input edges on a per-scan-line basis; and

rendering means for rendering the image based on the generated non-intersecting edges, wherein

the non-intersecting edges form the boundaries of non-overlapping graphic objects that are visually equivalent to the overlapping graphic objects; and
at least one of the non-intersecting edges is shared by more than one of ~~said~~ the non-overlapping graphic objects.

20. (Currently Amended) A computer readable medium storing a computer program for directing a processor to execute a method for rendering an image, said program comprising:

code for receiving ~~a display list~~ an image representation of the image comprising overlapping graphic objects;

~~code for processing the display list representation on a per-scan line basis in order to convert said overlapping graphical objects to visually equivalent non-overlapping graphical objects, wherein~~

~~said non-overlapping graphical objects are bounded by non-intersecting edges;~~
and

code for generating a list of input edges in accordance with boundaries of the overlapping graphic objects;

code for producing non-intersecting edges from the input edges on a per-scan-line basis; and

code for rendering the image based on the generated non-intersecting edges,
wherein

the non-intersecting edges form the boundaries of non-overlapping graphic objects that are visually equivalent to the overlapping graphic objects; and
at least one of the non-intersecting edges is shared by more than one of ~~said~~ the non-overlapping objects.

21. (New) A method according to claim 17, wherein the producing step comprises the steps of:

maintaining a list of active edges comprising input edges that intersect a current scan-line, and

deriving from the active edges a list of corresponding output edges to include the non-intersecting edges.

22. (New) A method according to claim 21, wherein the deriving step comprises the steps of:

creating a new output edge when an active edge does not have a corresponding output edge; and

terminating the output edge when the output edge does not have a corresponding active edge.